```
EventResponder
# m modal
# m commandTarget
+ processCommand()
+ processKevDown()
+ processKeyUp()
+ processMouseDown()
+ processUnfocus()
+ processMouseUp()
+ processMouseMove()
+ processMouseDrag()
+ sendCommand()
+ setCommandTarget()
+ setModal()
+ EventResponder()
+ ~EventResponder()
        Control
  # m rect
  # m id
  # m_color
  # m_outlineColor
  # m textColor
  # m font
  # m hidden
  + rect()
  + setRect()
  + hitTest()
  + hidden()
  + setHidden()
  + id()
  + setId()
  + color()
  + setColor()
  + outlineColor()
  and 9 more...
  # drawBackground()
  StaticImageDisplay
# texturename
# texture
+ draw()
+ setTexture()
+ StaticImageDisplay()
+ ~StaticImageDisplay()
```